

Introduction

DinoCorp has done rather well for itself after discovering a planet filled with living dinosaurs remarkably similar to those of ancient Earth. After initial scientific research was completed, DinoCorp decided it was the perfect place to let people go after the ultimate 'big game'. For years they allowed the wealthy to travel to the planet and hunt what they billed as the "ultimate prey for the consummate hunter". With most of the interested hunters gone after some unfortunate accidents, new business has been reduced to a crawl. So they decided to bring the show on the road.

Months of planning went into the project and the plan was easy enough; bring a scientific transport ship and fill it with a large array of dinosaur species. Next, take it to all the Earth colonies as a traveling road show to make some much needed revenue, and hopefully drum up some new business for the hunting division. Everything went according to plan...almost.

After several successful stops the transport ship DinoCorp VII crashed on the outskirts of Crater City, a remote Earth colony; there has been no successful contact with the crew.

It's your choice...play as an agent hired by DinoCorp to eradicate the dinosaurs and save the colony, or as a rampaging dinosaur bent on eating everything in its path.

System Requirements

Minimum System Requirements

Windows 98/Me/XP

AMD Athlon 400, Pentium III 400 or equivalent

128 MB RAM

16 MB Open GL compliant 3D accelerator

DirectX 8.1(r) compatible sound card

8X CR-ROM

450 MB hard drive space

56K modem or better for Internet connection, TCP/IP network connection for LAN play.

Recommended System Requirements

Windows 98/Me/XP

AMD Athlon 600, Pentium III 600 or equivalent

128 MB RAM

32 MB Open GL compliant 3D accelerator

DirectX 8.1 (r) compatible sound card

8X CR-ROM

450 MB hard drive space

56K modem or better for Internet connection, TCP/IP network connection for LAN play.

Installation

Auto Install - Insert the game CD into your CD-ROM drive. The launcher will appear automatically to begin the install process. Follow the on-screen instructions to complete the installation.

Manual Install - Click [Start] select [Run] and type D:\Setup (Note: The letter 'D' represents your CD-ROM drive.) or

? Double click on "My Computer".
? Double click on your CD-ROM drive (Note: it should be labeled "Carnivores")
? Find the icon labeled "Setup" (The icon will look like a small computer with a light blue screen.)
DirectX (r) - This game requires DirectX 8.1 to run, and will check and install any DirectX updates as needed. Once the program and DirectX have finished installing, reboot your computer. To determine which version of DirectX your computer is using, click on [Start], then [Run]. In the text area, type in dxdiag.
Starting the Game - There are two ways to start the game:
1. Insert the game CD into the CD-ROM drive. The Carnivores: Cityscape Launcher will appear. Select Play.
2. From the Program Manager (CD must be in PC to play).
? Click [Start]
? Select [Programs]
? Select [Infogrames]
? Select [Carnivores: Cityscape]

Main Menu

Single Player

A single player game can either be played as a human agent or as a dinosaur. Each of the 20 missions can be played from either perspective you choose.

Multiplayer

A multiplayer game can be played in cooperative mode as human agents, cooperative mode as dinosaurs, team deathmatch with teams of agents vs. dinosaurs, or a free for all style deathmatch where it is every man (or dinosaur) for himself.

Options

Select this to change your Video, Audio, Controls, Network, Advanced, and Addon setting options.

Credits

Select this to see the people behind the game.

Quit

Select this to quit the game.

Single Player Gameplay

In single player you have the choice of playing as a human agent or a dinosaur. As an agent you will go through missions eradicating dinosaurs, saving trapped people, and ultimately saving the entire planet from a dinosaur infestation. As a dinosaur you will progress through the levels as various dinosaurs, destroying the human settlements and eating your fill.

Agent Missions

As an agent hired by DinoCorp, your job is simple; save the human outpost from dinosaurs. You will be facing increasingly dangerous dinosaurs throughout your missions in a variety of settings. Choose your weapons well and take them out at any cost.

Dinosaur Missions

Starting as the tiny Coelophysis and eventually playing as a Giganotosaurus said to rival the T-Rex in ferocity, your goal as a dinosaur is a little more direct than that of a human; eat them. Destroy as much of the human settlement as you can. Eat those pesky creatures that have the nerve to spit pain at you from their crunchy extremities, and feed on them to regain your health.

MultiPlayer Gameplay

Multiplayer Carnivores: Cityscape can be played in several different variations on the internet, through direct TCP/IP connection, through GameSpy, or on a LAN.

? Cooperative Agents. This mode of multiplayer is the Single Player version of all 20 agent missions with up to 8 people playing as Agents against the computer controlled dinosaurs.

? Cooperative Dinosaurs. This mode of multiplayer is the Single Player version of all 20 dinosaur missions with up to 8 people playing as Dinosaurs against computer controlled agents.

? Deathmatch. This is a free-for-all competition where up to 16 people can participate as either an agent or any of the playable dinosaurs from the game in one of 10 different Deathmatch levels.

? Team Cooperative. In this mode, up to 16 players can choose to play as an agent or any of the playable dinosaurs. Objectives for each team are displayed at the beginning of the level, and each team needs to accomplish the goal to win

Options

Video

Adjust your video settings here to best suit your computer's capabilities. Default video setting is 640 X 480 resolution.

Audio

Adjust your sound settings here to best suit your computer's capabilities.

Network

Before beginning a multiplayer game you will need to adjust your network connections. Choose one of the available connections from the list that best suits your needs.

Advanced

For advanced users. Make changes to some multiplayer and video options including predicting local and remote players as well as texture filtering and compression quality.

Add on

This contains further advanced video controls.

Controls

Default controls:

Move Forward	W or Up Arrow
Move Backward	S or Down Arrow
Strafe Left	A
Strafe Right	D
Up/Jump	Space Bar
Down/Duck	Left CTRL key
Turn Left	None
Turn Right	None
Look Up	Mouse button 4
Look Down	Mouse button 5
Zoom In	I
Zoom Out	K
Binoculars	B
Previous Weapon	[
Next Weapon]
Eat Agent	E
Toggle Objective Instructions Tab	
Toggle Map	M
Toggle Thermal Vision	T
Use	U
Fire	Mouse button 1
Alt Fire	Mouse button 2
Walk/Run Toggle	Caps Lock
Toggle Night Vision (Agent)	N
Toggle Dino Vision (Dino)	N
In-Game Stats	R

Weapons

Pistol

Ammo: Unlimited

Strength: Low

Rifle

Ammo: 120 Rounds

Strength: Medium

Shotgun

Ammo: 50 Rounds

Strength: Medium

Sniper Rifle

Ammo: 10 Rounds

Strength: High

X Rifle
Ammo: 40 Rounds
Strength: High

Grenade Launcher
Ammo: 20 Rounds
Strength: Massive

Dinosaurs

Coelophysis bauri
Small pack hunting predators. Animals about as large as a small boy.

Nanotyrannus lancensis
This is the smaller cousin of the famous Tyrannosaurus Rex. These critters would most likely hunted in small packs. Like its larger cousin, Nanotyrannus also had stereoscopic vision, which would have allowed it to scope its surroundings in three dimensions.

Oviraptor mongoliensis
This theropod had a large crest-like dome on its unusual head along with a very unique beak. It's thought this predator used its beak to crush the shells of eggs it might have preyed upon or the shells of mollusks and various shellfish.

Suchomimus tenerensis
This 34 foot-long predator is a spinosaur with a crocodilian type skull and a small sail peaking in the sacral vertebrae above the pelvis. It had large sickle shaped claws at the end of very muscular arms.

Giganotosaurus carolinii
Giganotosaurus was a 42 foot-long predator, and weighed 6 to 8 tons. It's considered the new king of the prehistoric beasts - even larger than Tyrannosaurus Rex.

Hints and Tips

Agent
Know your weapons well. Each weapon has different handling and ballistic characteristics, so you should get acquainted with each. Some weapons are better for different missions than others.

Never run when you are trying to get close to a Dinosaur. They can hear and see the movement. Walking makes more noise and attracts dinosaurs from greater distances.

In a close quarters battle, dinosaurs have the upper hand. Thinning the herd before you get close to it will give you a better chance for survival.

Dinosaur
Try not to attract too many agents at once. It's best to take on one Agent at a time.

Be sure to feed (E key by default) on dead agents and dinosaurs to restore your health.

Agents can cause a lot of damage from a long range. Your best chance for taking down an agent is to not let him see you until you're within attack range.

Technical Support (U.S. & Canada)

Assistance Via World Wide Web

Get up-to-the-minute technical information at the Infogrames web site, at: <http://us.infogrames.com>. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest troubleshooting information. You'll have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, and an E-Mail area where you can leave us your tech support problems and questions if you do not find your answers in the FAQ information.

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Infogrames
13110 NE 177th Place
Suite # B101, Box180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

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